

3 Lives

4 Battle Zones

'Z'

Instructions for Play

Gameplan

The aim of the game is to destroy all attacking aliens. After every 10 standard aliens are shot, an energy unit will appear; destroy this and an energy capsule will be released. Chase and collect the capsule to obtain energy bombs (running total gained displayed at bottom of screen). Once you have several energy bombs you can blast a hole through the moving force barrier surrounding the Transporter Unit. Once a large enough hole has been created guide your ship into the transporter to hyper-warp to the next level.

Features

Energy Unit  **Energy Capsule** 

Level 1 – Alien Complex

Standard aliens – 20 per squadron,
1 squadrons

Points

100 points each x level

Energy units –	
appear after 10 aliens shot	400 points
Meteorites –	
slowly orbit planet surface	100 points
Transporter Unit –	
penetrate force barrier to enter hyperwarp	

Level 2 – Countryside battle zone

As level 1 **PLUS**



Flying Saucers –

emit directional missles

300 points

Level 3 – Lunar Landscape

As Level 1 **PLUS**

Mother Ships –

emit homing missiles,

5 hits to blast to pieces



500 points

Extra Life Bonus

Level 4 – Nightflight

All hazards of Levels 1, 2, 3 **PLUS**

No Transporter Unit

and final mission – once 5 bombs are collected the alien control ship will appear, only direct hits with all five bombs will destroy this ship and complete the game.

How to Move



Space fires bombs to penetrate force barrier.

How to Load

Switch machine off then on

Hit **CTRL** and small **ENTER** together.

Press **PLAY** then any key.